Seekers Test Plan for Milestone 1

CPSC 427 – Video Game Programming

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## 1. Basic Movement and Camera Control

1.1. Player Movement

* Press W to move the player character up; release W to stop player movement.
* Press S to move the player character down; release W to stop player movement.
* Press A to move the player character left; release W to stop player movement.
* Press D to move the player character right; release W to stop player movement.

1.2. Camera Rotation

* Press Q to rotate the camera counterclockwise; release Q to stop camera rotation.
* Press E to rotate the camera clockwise; release Q to stop camera rotation.

## 2. Combat Mechanics

2.1. Aiming and Attacking

* Move the mouse to aim.
* Left-click to shoot a basic projectile.
* Verify that projectiles are created and move in the aimed direction.

2.2. Dodging

* Press Spacebar to perform a dodge and verify the player dodges to the direction of movement by shifting positions.

## 3. Collision Detection and Handling

3.1. Player-Enemy Collision

* Move the player towards an enemy and verify that they cannot overlap.

3.2. Projectile-Enemy Collision

* Shoot at an enemy and verify that the projectile disappears on contact.

3.3. Player-Environment Collision

* Try to move the player through walls or obstacles and verify that they cannot overlap.

## 4. Rendering and Expected Textures

4.1. World Map

* Verify that the world map is rendered and textured correctly.

4.2. Player Character

* Confirm that the player character is visible and properly textured.

4.3. Enemies

* Check that enemies are visible and have appropriate textures.

4.4. Projectiles

* Ensure projectiles are visible when fired.

## 5. Performance and Stability

5.1. Frame Rate

* Play the game for at least 2 minutes, ensuring a consistent frame rate.

5.2. Crash Testing

* Perform rapid inputs and erratic movements to test for any potential crashes.

## Notes for Testers:

* The game should run for at least 2 minutes without crashing or freezing.
* Report any visual glitches, clipping issues, or unexpected behaviors.
* Pay attention to the responsiveness of controls and the smoothness of animations.